PlayStation™

NTSC | U/C

DOOM™

PlayStation™

CUSTOM PLAYSTATION™ EDITION!

- Over 50 hellish levels!
- 2-player Deathmatch and Competitive modes with Link Cable*!

MATURE M™ AGES 17+

SLUS-00077
26950

Williams® Williams Entertainment Inc.

CREATED BY id SOFTWARE

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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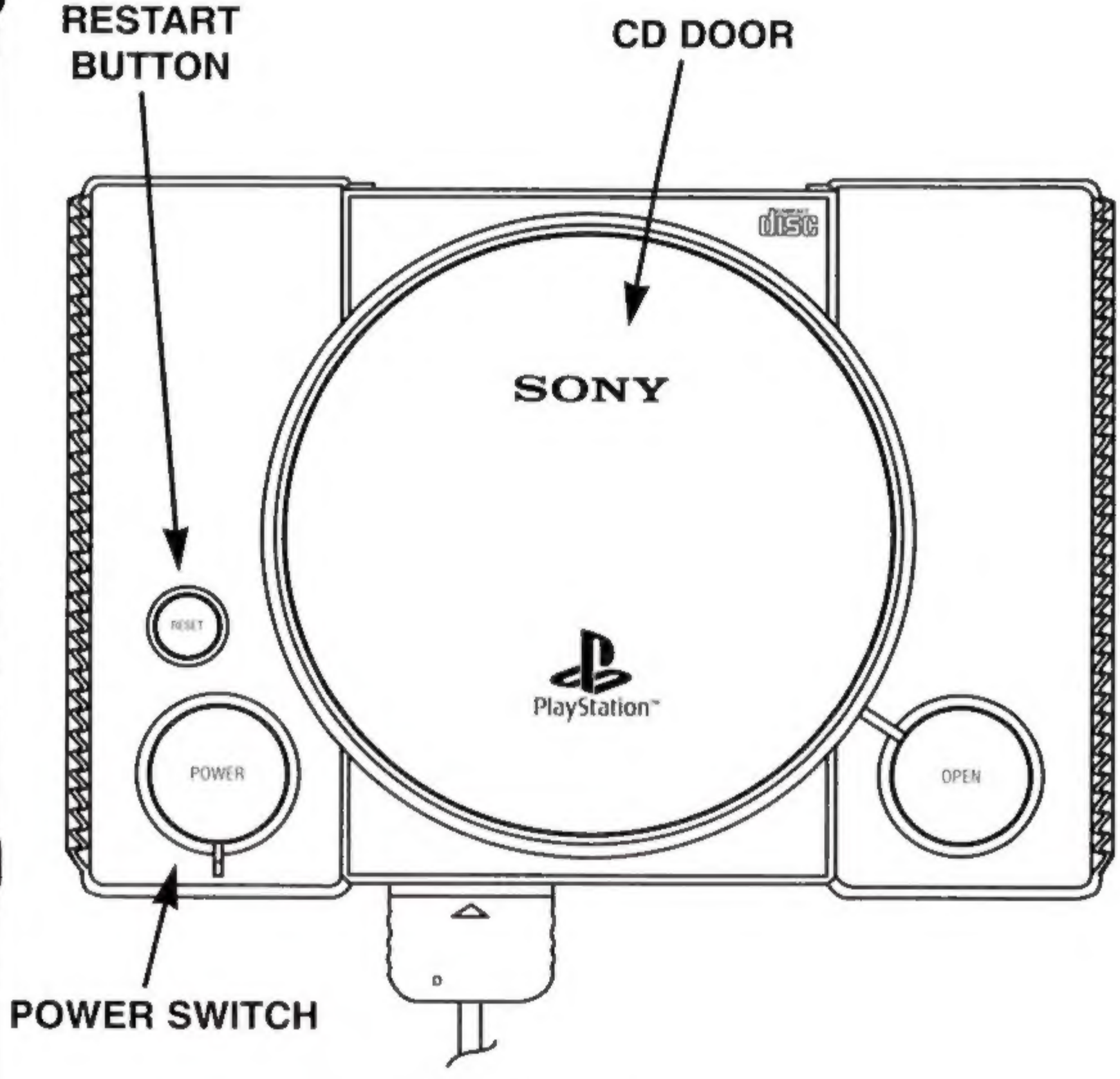
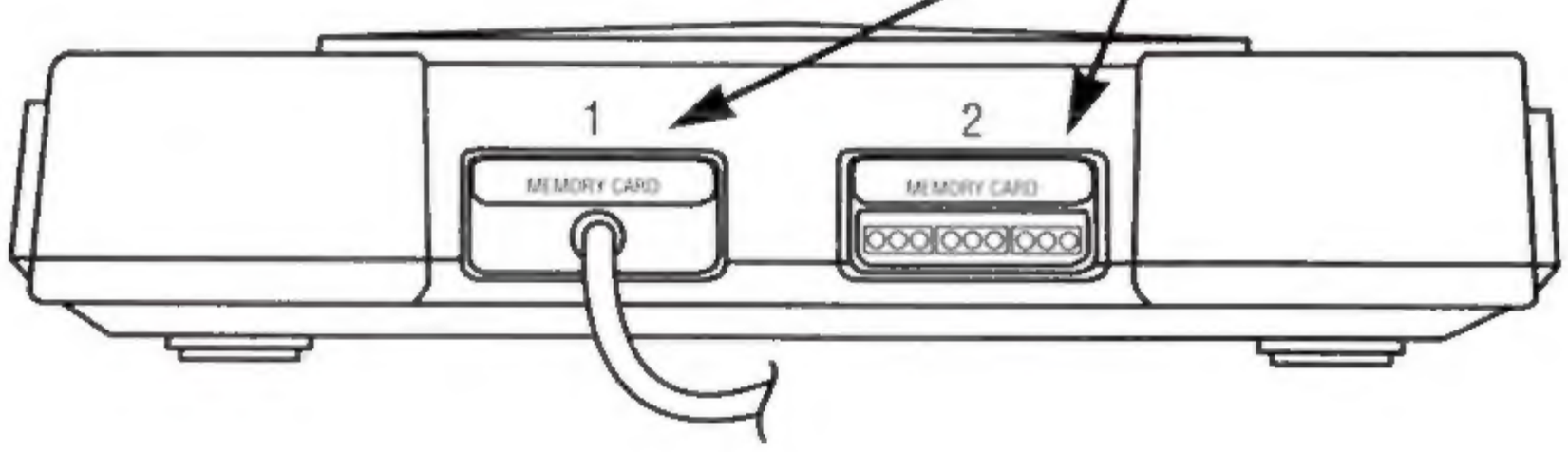
GETTING STARTED

Set up your PlayStation Game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the DOOM™disc and close the CD door. Insert game controllers and turn on the PlayStation. Follow on-screen instructions to start a game.

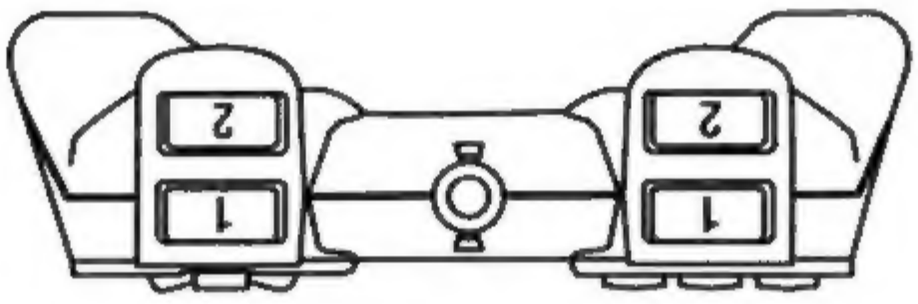
If playing Cooperative or Death Match, connect two PlayStation Game Consoles with the Link Cable™**before** power is turned on.



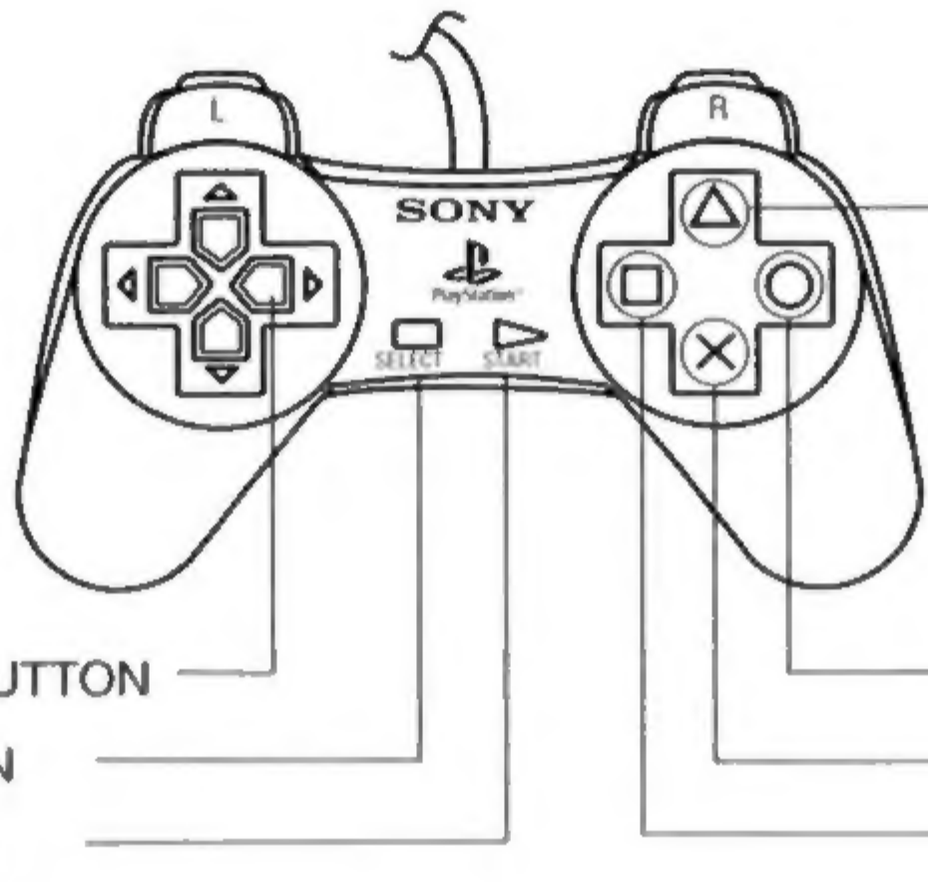


USING THE MAIN MENU

Front View



Top View



Use the **Directional Pad** to move the Skull Icon up or down.

Press Left or Right to modify.

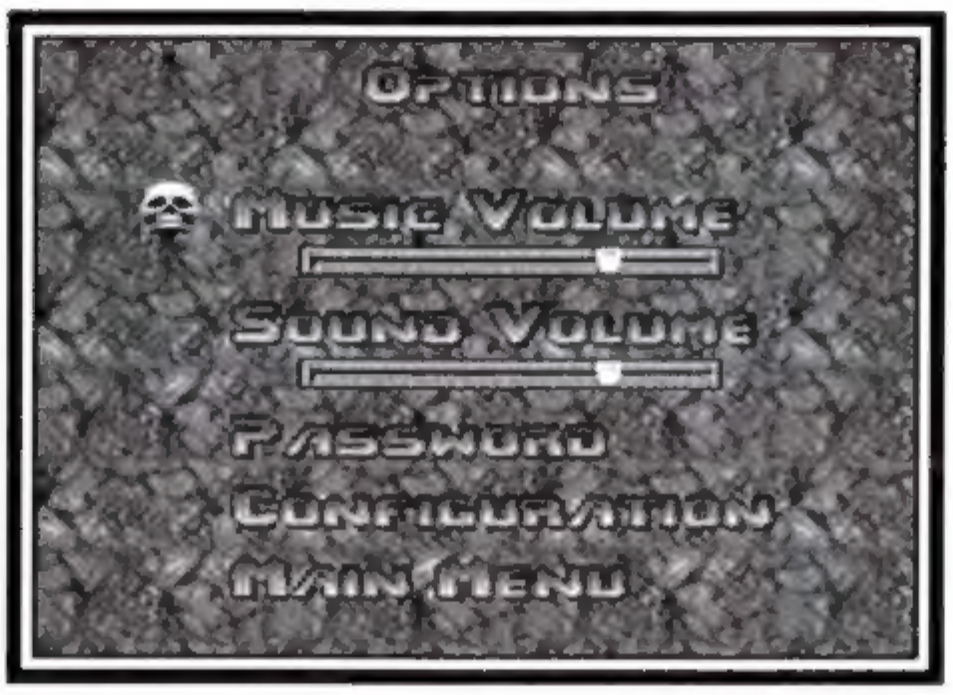
Press any of the four Icon Buttons to activate a selection.

Set your desired Game Mode, Episode or Difficulty.

Select and activate Options to enter the Options Menu.

Start the game by pressing "**Start**".

OPTIONS SUB-MENU



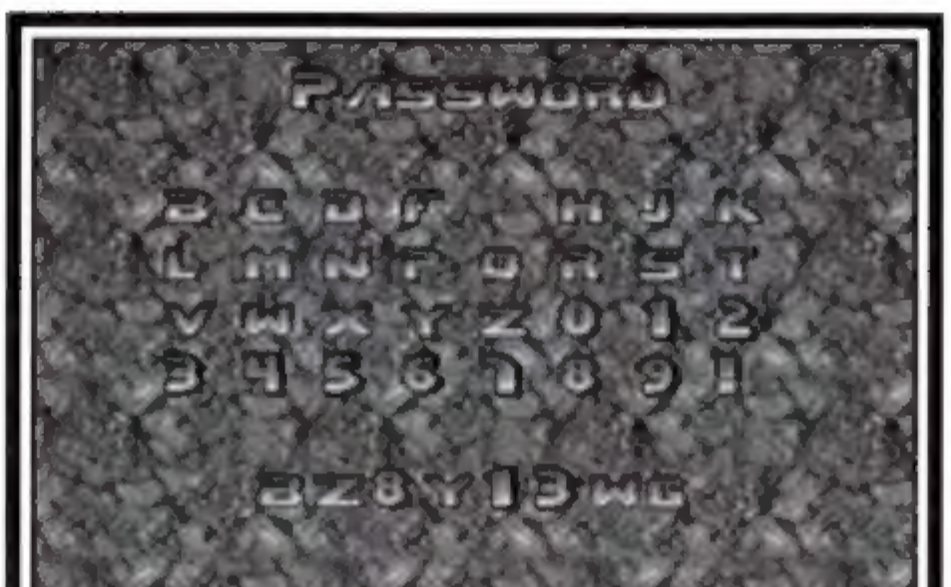
Set your desired MUSIC VOLUME and/or SOUND VOLUME by using Left/Right on the **Directional Pad** to slide the track thumb.

Select and activate CONFIGURATION to enter the CONFIGURATION Menu.

Select and activate PASSWORD to enter the PASSWORD Menu.

Select and activate MAIN Menu or press “Start” to return to the MAIN Menu.

PASSWORD SUB-MENU



Enter your PASSWORD by selecting the appropriate character and pressing “**X**”. Use the △ to back-space.

If you have entered a valid 10 digit password, the game will automatically start you at the beginning of a level with all the weapons, ammo, health and armor you possessed at the time when you successfully completed the previous level.

PASSWORDS are provided during the Level Achievement Screen at the completion of each level.

Press “**Start**” to return to the OPTIONS Menu.

CONFIGURATION SUB-MENU

Customize the **Controller** to suit your personal game play configuration.

Maneuver the Skull Icon next to the specific game action to be modified. Press the new desired key.

The only buttons you may reassign are any of the four ICON BUTTONS and the TOP SHOULDER PAD BUTTONS.

Select and activate default to reset the standard button configuration.

Press "**Start**" to return to the OPTIONS Menu.

2 PLAYER MODES

DEATH MATCH MODE

Just you and your buddy, no monsters, only skill and strategy will prevail. See those weapons? Grab 'em and hunt down your adversary. Don't worry about being greedy, those weapons will reappear in 30 seconds.

Every time you kill your opponent, that's one more frag for you. Kill yourself, you lose a frag.

If you die, just press any Icon Button to be randomly respawned somewhere in the level.

You know the rules, the player with the most frags at the exit switch wins. Now, get busy!

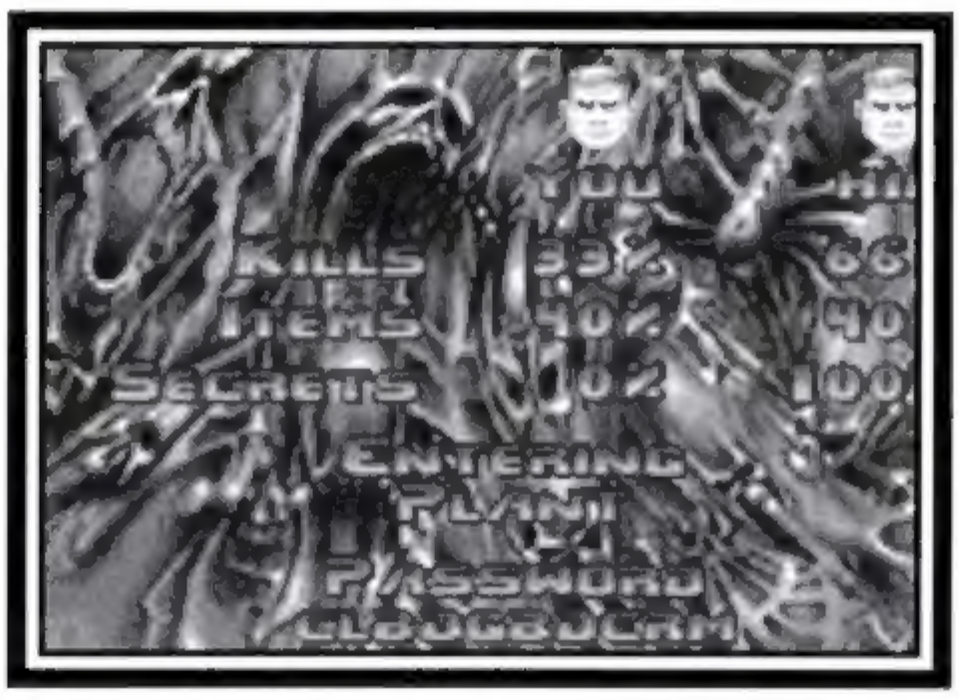
COOPERATIVE MODE

The levels are hard, the monsters tougher, but you and your buddy can rock 'n roll together.

Share those weapons and ammo, you'll both need them. Once a weapon gets picked up, its gone.

If you die, just press any Icon Button and you'll be respawned at the level entrance. You might have to backtrack to pick up those security keys again.

Find your buddy fast, he needs you. Lock and Load!



LINK CABLE SET-UP

Make sure the Link Cable is firmly connected in the rear of each PlayStation Game Console before power is turned on.

The first player to select and activate Death Match or Cooperative Mode sets the level and difficulty of the competition.

Your partner must also select and activate either Death Match or Cooperative Mode to begin the competition.

Each PlayStation Game Console will attempt to "look" for its partner. If you are experiencing problems, make sure the Link Cable is firmly attached to each PlayStation Game Console and reset each unit.

THE STORY SO FAR

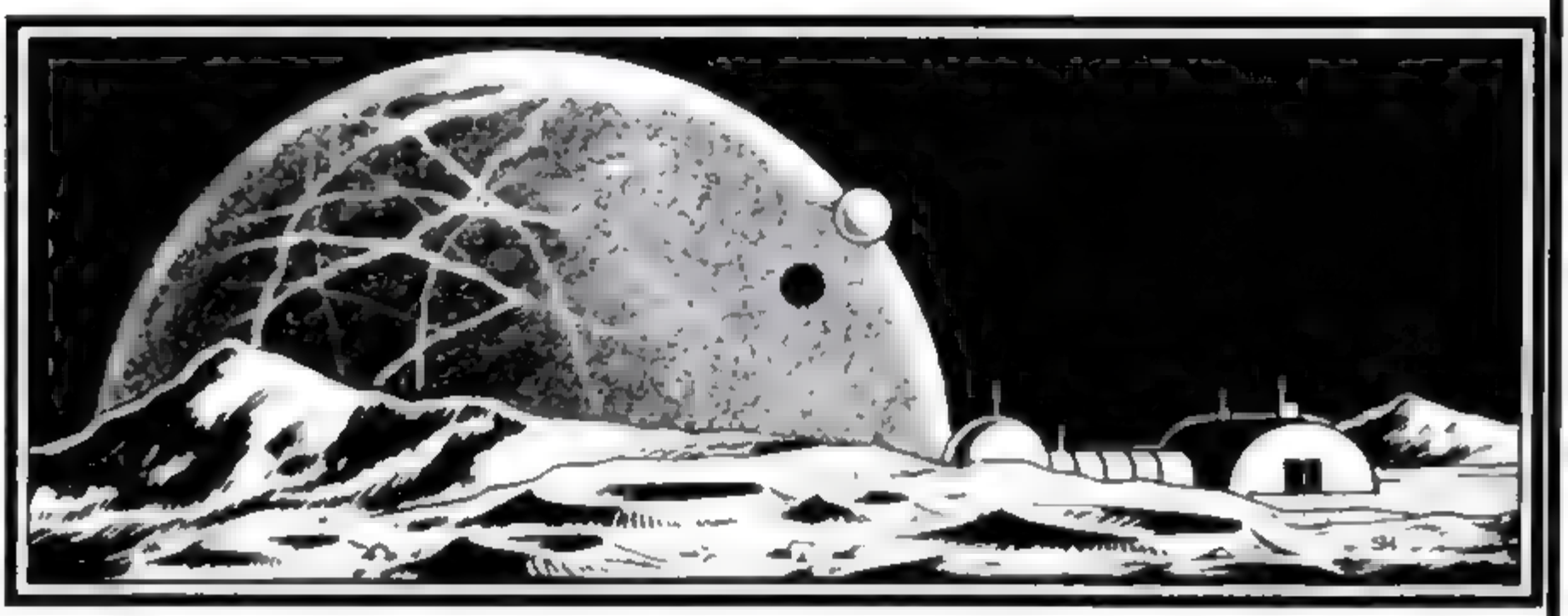
You're a Soldier, one of Earth's toughest: hardened

in combat and trained for action. Three years ago you assaulted a superior officer for ordering his soldiers to fire upon civilians. He and his body cast were shipped to Pearl Harbor, while you were transferred to Mars, home of the Union Aerospace Corporation. The UAC is a multi-planetary conglomerate with radioactive waste facilities on Mars and its two moons, Phobos and Deimos. With no action for 50 million miles, your day consists of suckin' dust and watchin' restricted flicks in the rec room.

THE STORY SO FAR

For the last four years the military, UAC's biggest supplier, has used the remote facilities on Phobos and Deimos to conduct various secret projects, including research on inter-dimensional space travel. So far, they have been able to open gateways between Phobos and Deimos, throwing a few gadgets into one and watching them come out the other. Recently, however, the gateways have become dangerously unstable. Military "volunteers" entering them have either disappeared or been stricken with a strange form of insanity--babbling vulgarities, bludgeoning anything that breathes and finally, suffering an untimely death of full body explosion. Matching heads with torsos to send home to the folks became a full-time job. Latest military reports state that the research is suffering a small set-back, but everything is under control.

A few hours ago, Mars received a garbled message from Phobos. "We require immediate military



support. Something evil is coming out of the gateways! Computer systems have gone berserk!" The rest was incoherent. Soon afterwards, Deimos simply vanished from the sky. Since then attempts to establish contact with either moon have been unsuccessful.

You and your buddies, the only combat troops for 50 million miles were sent up pronto to Phobos. You were ordered to secure the perimeter of the base while the rest of the team went inside. For several hours, your radio picked up the sounds of combat: guns firing, men yelling orders, screams, bones cracking, then finally, silence. Seems your buddies are dead.

IT'S UP TO YOU

Things aren't looking too good. You'll never navigate off the planet on your own. Plus, all the heavy weapons were taken by the assault team leaving you with only a pistol. Whatever or whoever killed your buddies deserves a few pellets in the head. If only you could get your hands on a plasma rifle or even a shotgun, you could take a few down on your way out. Securing your helmet, you exit the landing pod. Hopefully you can find more substantial firepower somewhere within the station.

As you walk through the main entrance of the base, you hear animal-like growls echoing throughout the distant corridors. They know you're here. There's no turning back now...

OBJECT OF THE GAME

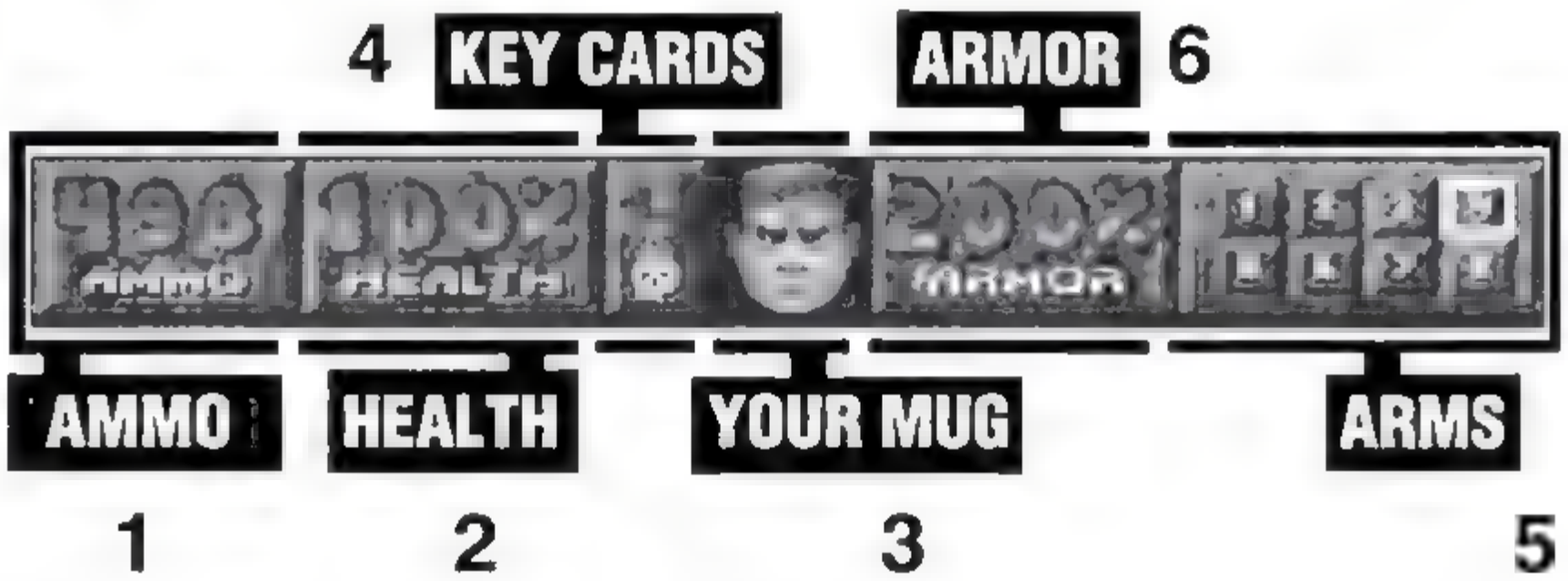
Welcome to DOOM™, a lightning fast virtual reality adventure where you're the toughest Space Trooper ever to suck vacuum. Your mission is to shoot your way through a 50+ level, monster-infested holocaust... Living to tell the tale if possible.

The game play for DOOM™ is quite simple. This is not a cumbersome role-playing game, but an action-oriented slugathon! Also, you don't need super-human reflexes to win - using your wits is IMPORTANT. To escape DOOM™, you need both brains AND the killer instinct.

ACTION

ON-SCREEN INFORMATION

DOOM™ provides on-screen, up-to-the-minute information that you'll need to survive.



1. MAIN AMMO: In big fat numbers, you see the number of shots you've got left in the weapon you're currently using.

2. HEALTH: You start out at 100%, but you won't stay there long. At 0%, it's time to start over. Try a little harder next time.

3. YOUR MUG: This portrait isn't just for looks. As you take damage you'll begin to look like raw hamburger. Also your eyes will look in the direction from which the damage came.

4. KEY CARDS: You can see any cards you possess right here. There are three key colors: Red, Yellow and Blue.

5. ARMS: Numbered boxes show which weapon you currently have readied and what weapons you possess.

6. ARMOR: Your armor helps you out as long as it lasts. Keep an eye on it, because when it goes, you might also.

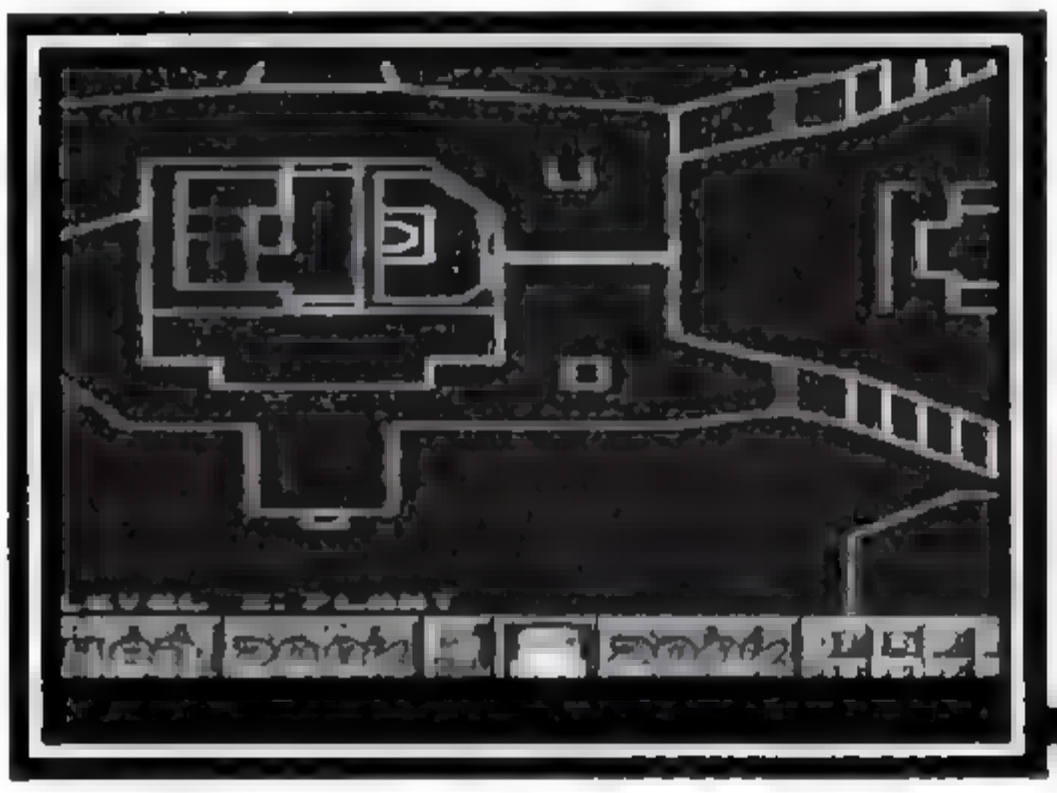
MESSAGES

Often, you'll find yourself running over various Bonus Items and Evil Artifacts. DOOM™ tells you what you're picking up by printing a message at the bottom of the game screen.

MESSAGES

AUTOMAP

To help you find your way around DOOM™, you're equipped with an Automap Device. By pressing SELECT, you replace your normal view with a top-down map of *everything you've seen to date.* Pretty cool. The green arrow represents you AND points in the direction in which you are looking. Pay Attention! You can zoom in and out by holding the **X Button** and simultaneously pressing **L1** (IN) or **L2** (OUT).

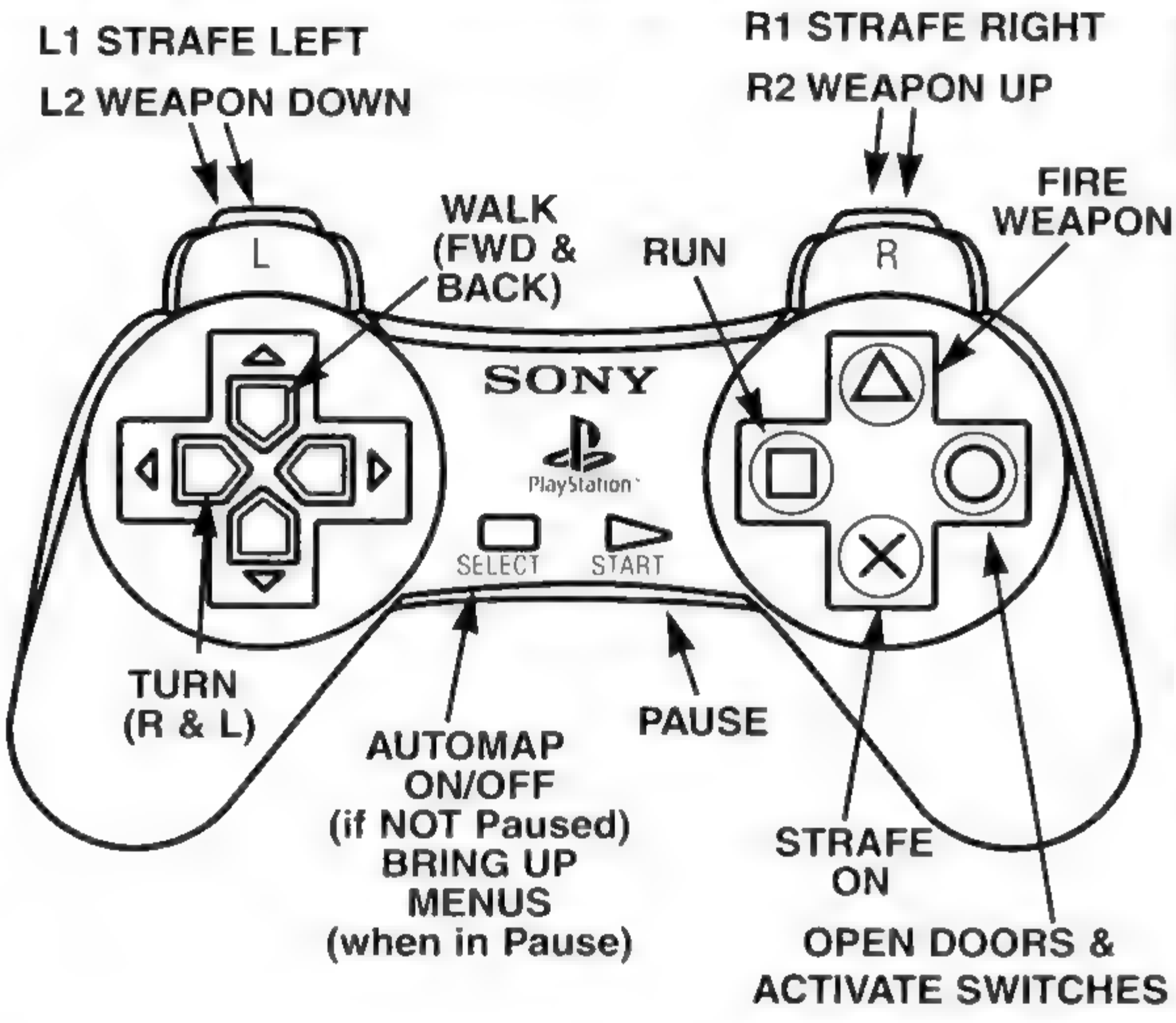


AUTOMAP

MOVING IN THE AUTOMAP

Using the **Directional Button**, you can move yourself while viewing the Automap. Keep your wits about you because this is dangerous - you can't see the Enemy while viewing the Automap. If you hold the **X Button** and press the **Directional Button** you will scroll the map without moving yourself.

CONTROLLING THE ACTION



WEAPONS CHANGE: (**L2 &R2 Buttons**) are still active while in Pause mode so you can switch while under attack.

STRAFE: (**L1 & R1 Buttons**) move your firing pattern left or right without turning.

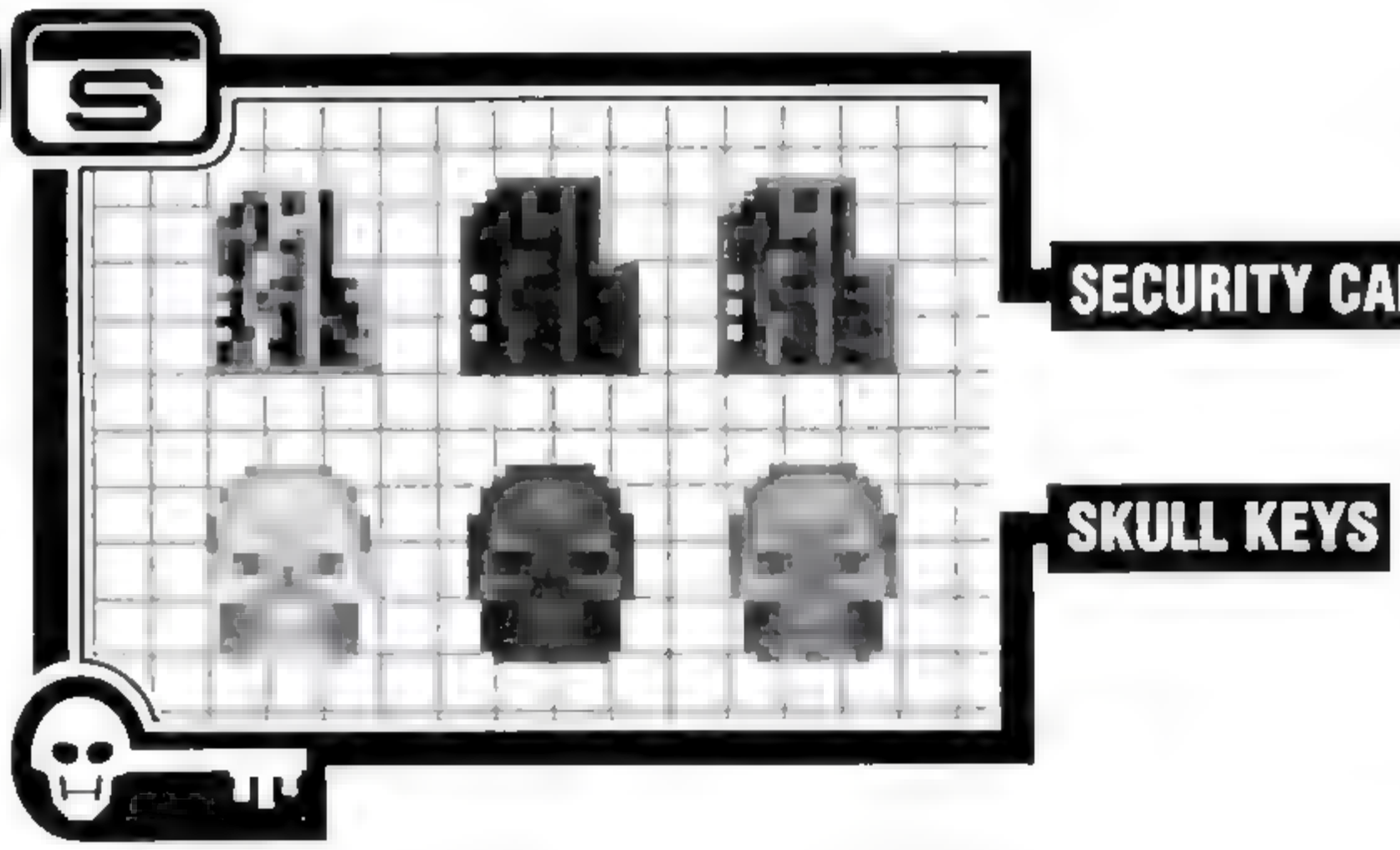
> **TIP:** *Use Strafing to avoid incoming missiles!*

RUNNING: To run, hold down the □ **Button** while while pressing the **Directional Button**.

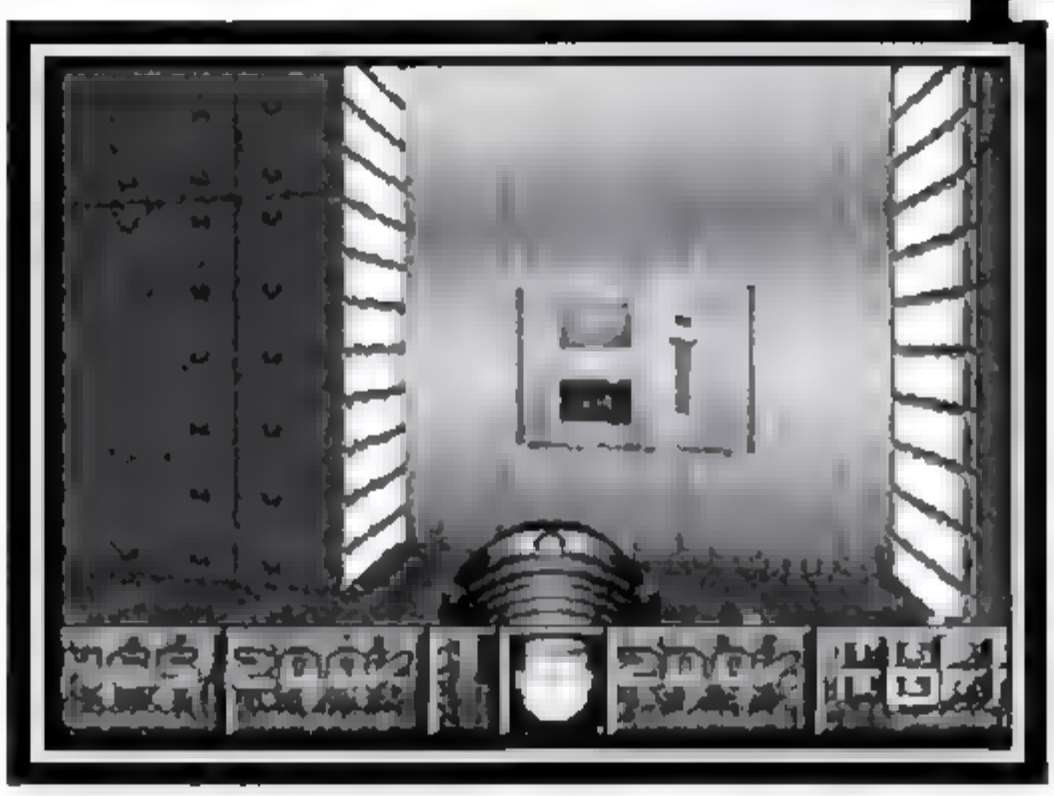
PICKING UP STUFF: To pick up an object, just walk over it. You're smart - you'll know if you need to take it.

USING DOORS, SWITCHES & ELEVATORS

To open most doors and operate switches, stand directly in front of them and press the **O Button**. When you successfully operate a switch, it will change in some way - lights up, flips a handle, etc. If a switch does not change after a couple of tries, it might not be a switch or you might have flipped it already. Some switches may be used repeatedly and some only once. Comforting, huh?



HIDDEN DOORS: Some doors are hidden. Many of these can be opened by finding a switch. In some cases you just need to walk up to the wall and press the **O Button**. If you've found a secret door, it will

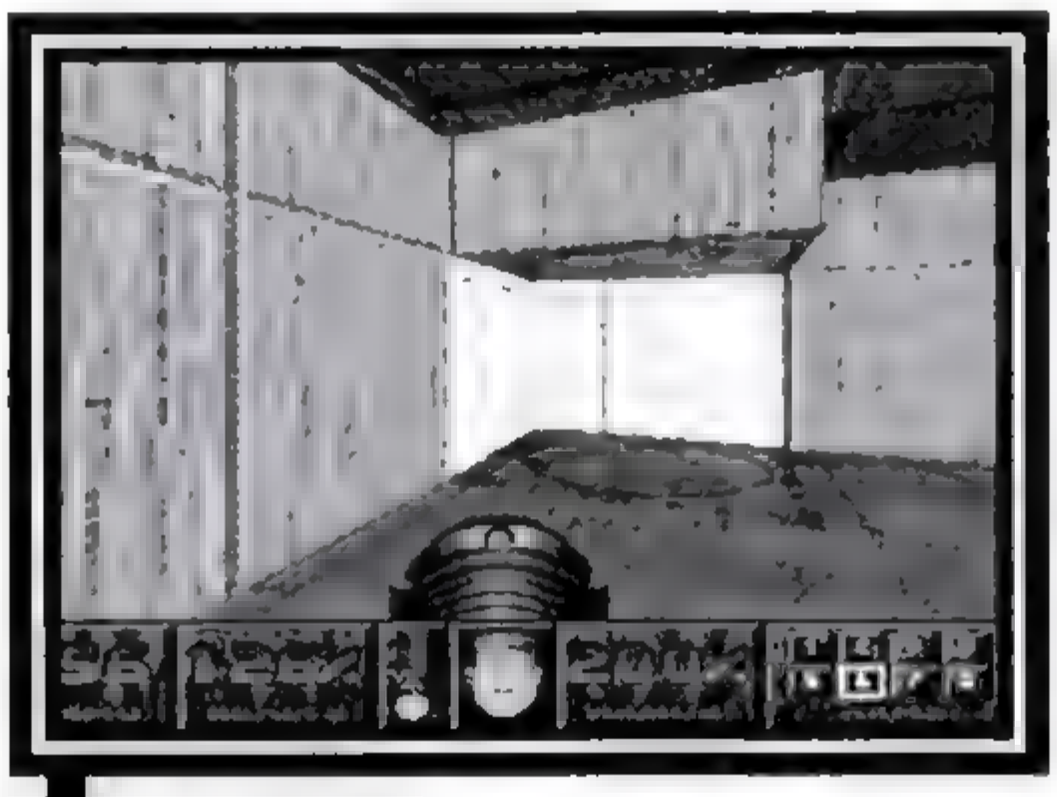


SWITCH

open for you. There are clues that will reveal a secret door - a wall that's shifted down or a different color, a flashing light on the wall, etc.

ELEVATORS: You'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them sense your proximity and lower automatically. Others have a nearby switch. Those without a switch can usually be operated by walking up to the platform and pressing the **O Button**.

TELEPORTERS: Teleporters are identified by a gray or red square on the floor beneath them. To use a teleporter, walk over the symbol. Easy enough.



TELEPORTER

COMPLETING AN AREA

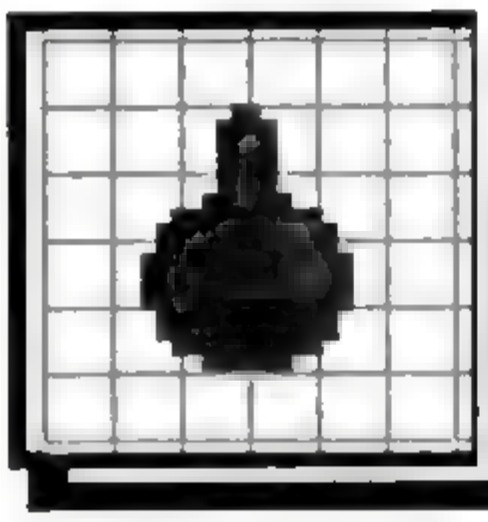
At the end of each area in DOOM™ there is an Exit Chamber, generally marked by a special door or an "EXIT" sign and a red, pulsing light. Enter this chamber, press the switch inside to exit the area and head onward. When you finish an area, an ACHIEVEMENT SCREEN tallies your performance: hidden regions located, ratio of kills and percentage of items found.

ETERNAL LIFE AFTER DEATH

If you die (and by the way, better luck next time), you restart the level at the beginning with a pistol and 50 rounds of ammo. You have no "lives" limit. You can keep restarting the level as often as you're killed. The entire level is restarted from scratch, too. Monsters you killed before are back again, just like you. Whoa, deja vu.

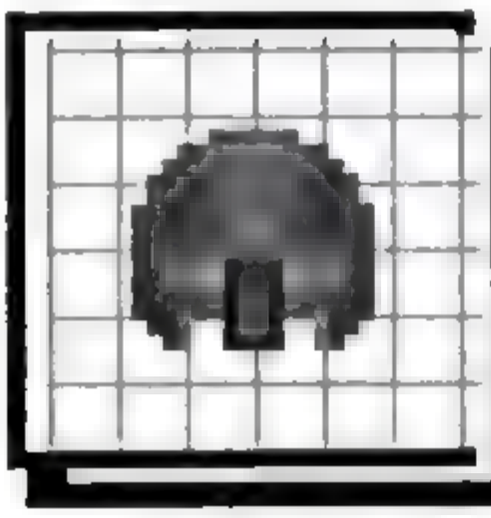
ARTIFACTS

A few artifacts from the other dimensions are now laying around. You may want them!



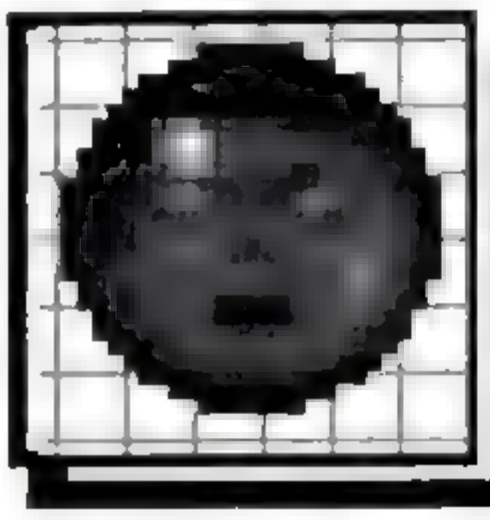
HEALTH POTIONS

Provides a small boost to your health - even past your normal 100%!



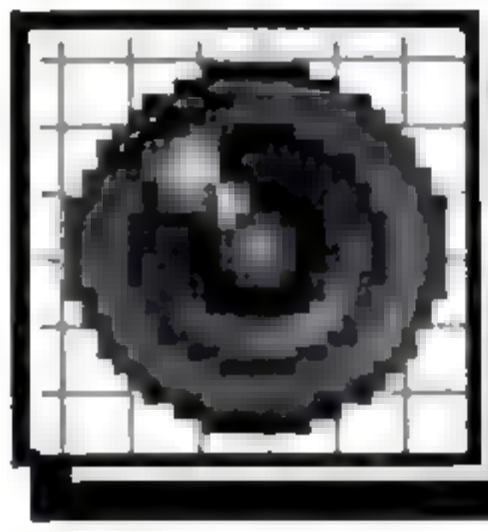
SPIRITUAL ARMOR

Provides a little extra protection above and beyond your normal armor.



SOUL SPHERES

Rarely encountered objects that provide a large boost to your health. A close encounter with one of these and you'll feel healthier than ever!



BLUR ARTIFACTS

Strange orbs that make it difficult for others to spot you. But, the Enemy can still see you if you're too close. Keep your distance and fire away. Duration: Time based.

INVULNERABILITY ARTIFACTS

Render you immune to all damage. Pretty cool, until the effect wears off. When you're invulnerable your screen will be white - your punishment for being tough. Duration: Time Based.

MEGASPHERES

Combine the power of Combat Armor with the benefits of a Soul Sphere. What more could you want?

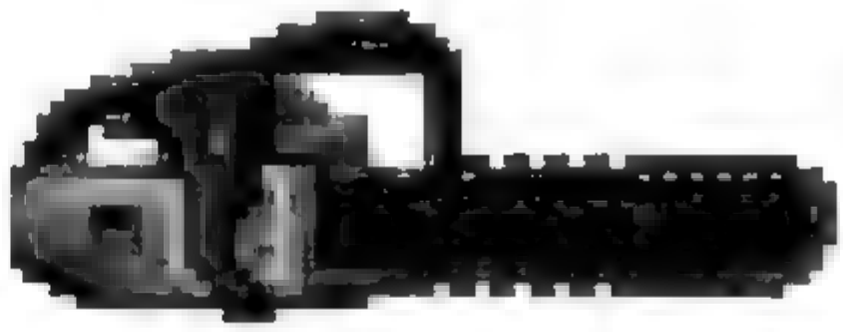
FIREPOWER

WEAPONS: At first, you only have your pistol and your fists for protection. When you run over a new Weapon, you'll automatically equip yourself with it. As the game progresses, you'll need to choose between firearms. The **L2 & R2 Buttons** select the different weapons.

> **TIP:** *If things get tough, you can pause the game (**START Button**) and then use **L2 /R2 Buttons** to change weapons.*

1. **FIST:** Can be used to deliver a punch to the enemies. It will always be with you.

CHAIN SAW: Cuts down the baddies like standing timber, but you have to get close.



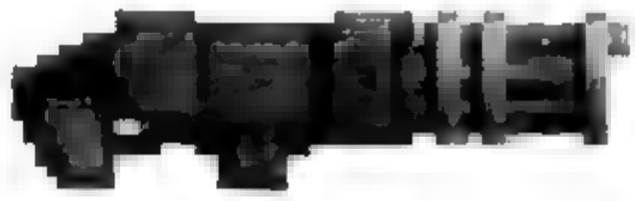
*Press the **L2** Button to toggle between the fist and Chainsaw for weapon #1.*

2. **PISTOL:** Your standard military-issue weapon. It will stay with you, so don't forget about it if things get tough.

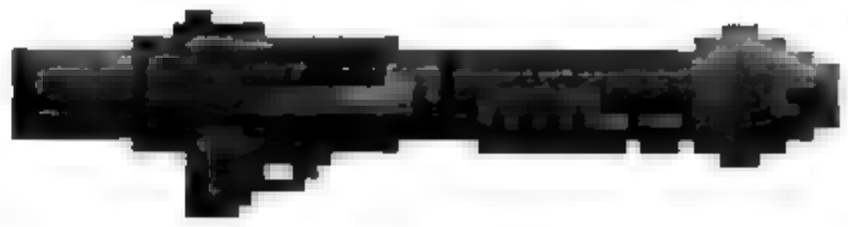
3. SHOTGUNS: Deliver a heavy punch at close range and a generous pelting from a distance.

4. DOUBLE BARRELED SHOTGUNS: Sawed-off killing sticks. These gats are the ultimate in pellet warfare. Beware, two barrels deliver more fire power, but will take more time to reload.

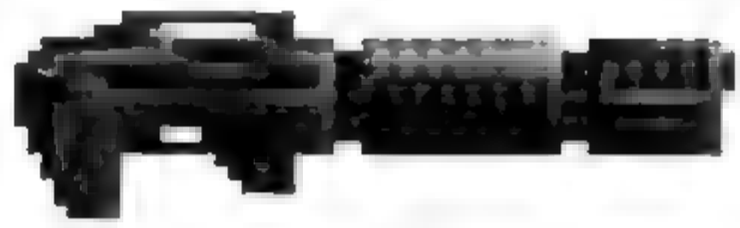
5. CHAINGUNS: Direct heavy firepower into your opponent, making him do the chaingun cha-cha.



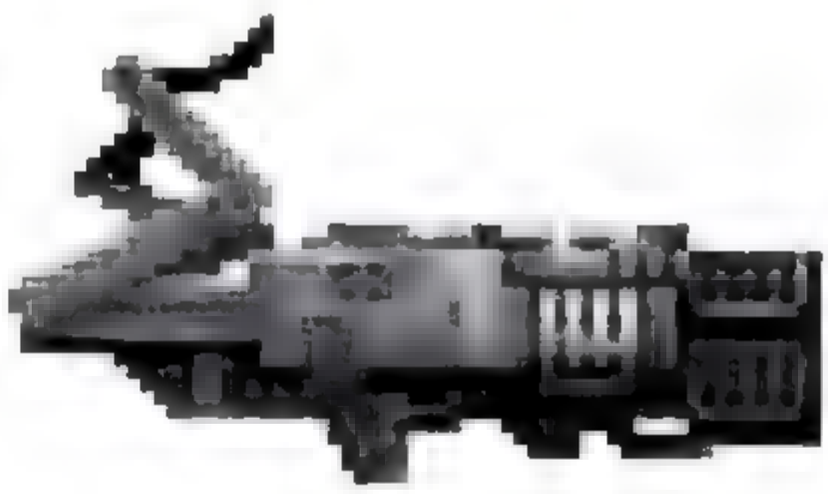
6. ROCKET LAUNCHERS: Deliver an explosive rocket that can turn one bad dude inside-out.



7. PLASMA RIFLES: Shoot multiple rounds of plasma energy - frying some demon butt!



8. BFG 9000's: The prize of the military arsenal. Great for clearing the room of an unwelcome guest. Shoot it and see for yourself.

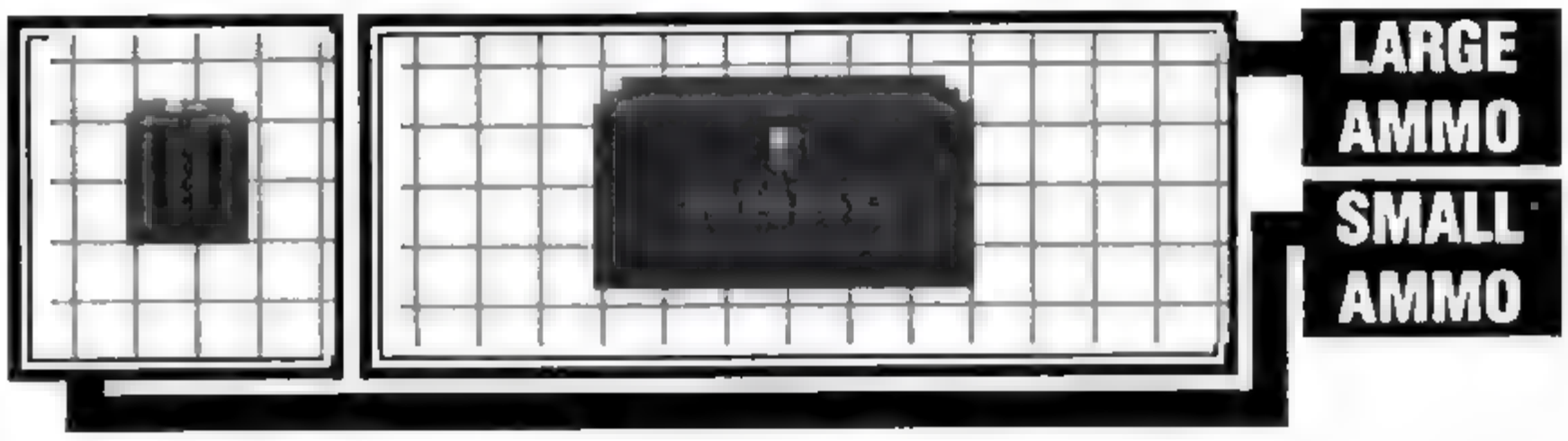


FIRING: To use a weapon, point it at the enemy and press the △ **Button**. If your shots hit a bad guy, he'll fall over dead. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can shoot it.

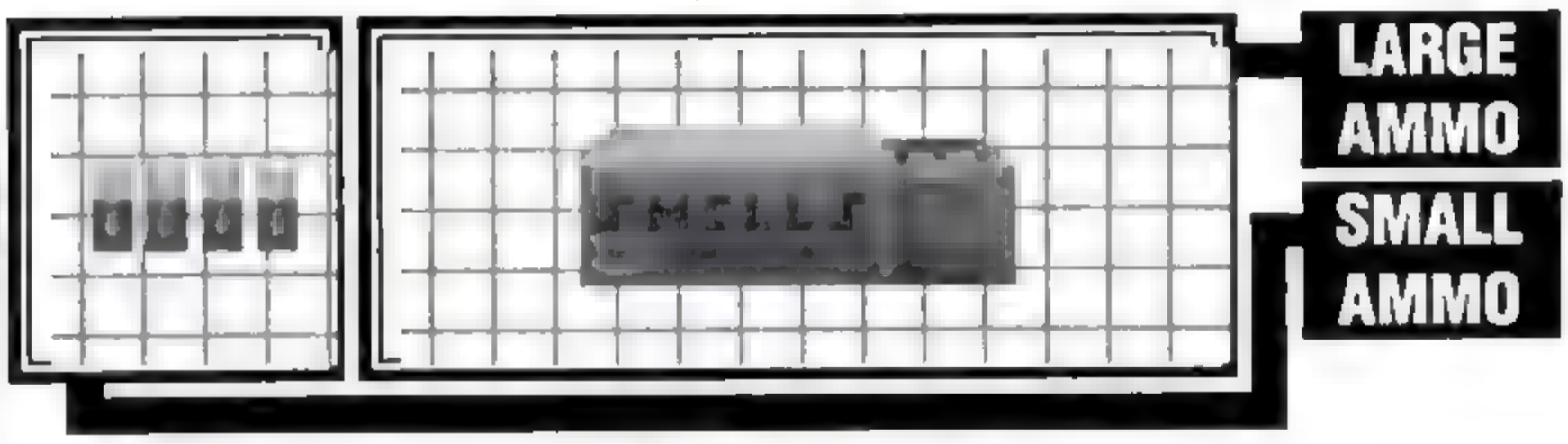
TIP: *Create chaos among demons by maneuvering them into a crossfire. If a bad guy is hit by another demon* ***other than his own kind****, he'll damage him for you. It's always best to let the bad guys do the work.*

AMMO: Different Weapons use different types of Ammunition. Running over certain enemies also gives you Ammo.

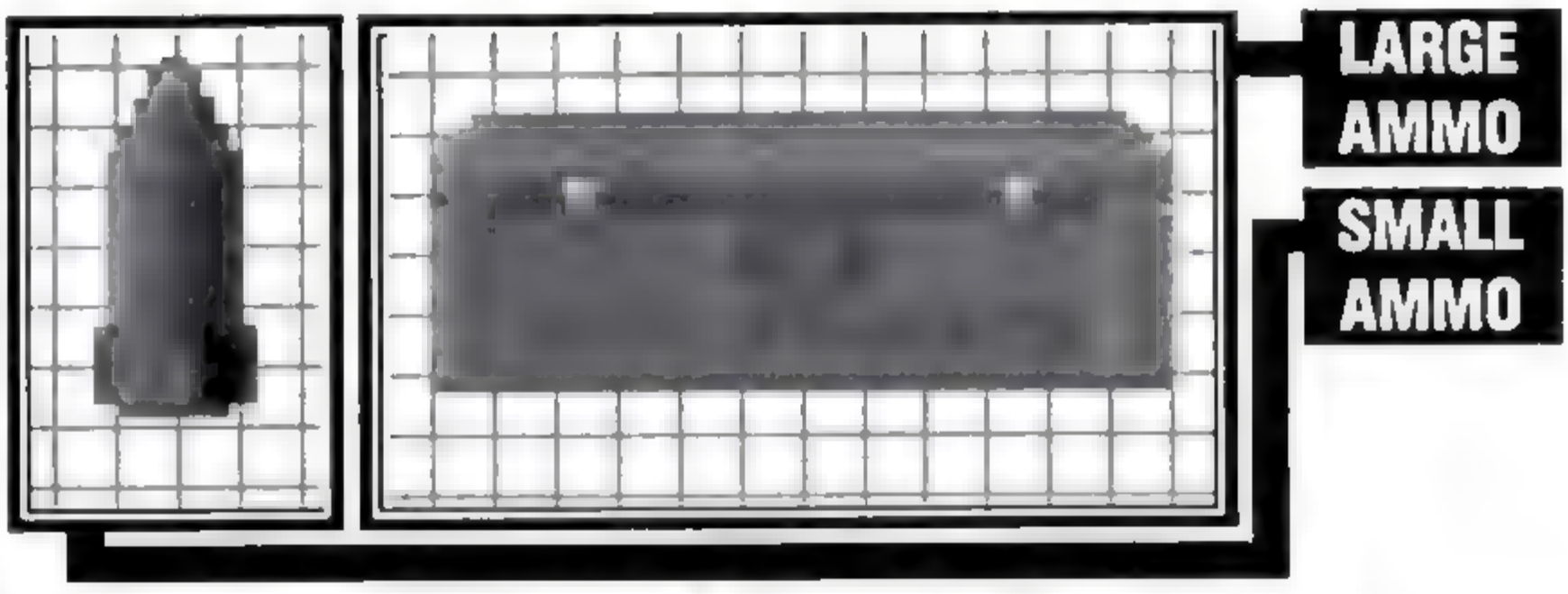
WEAPON: PISTOL, CHAINGUN



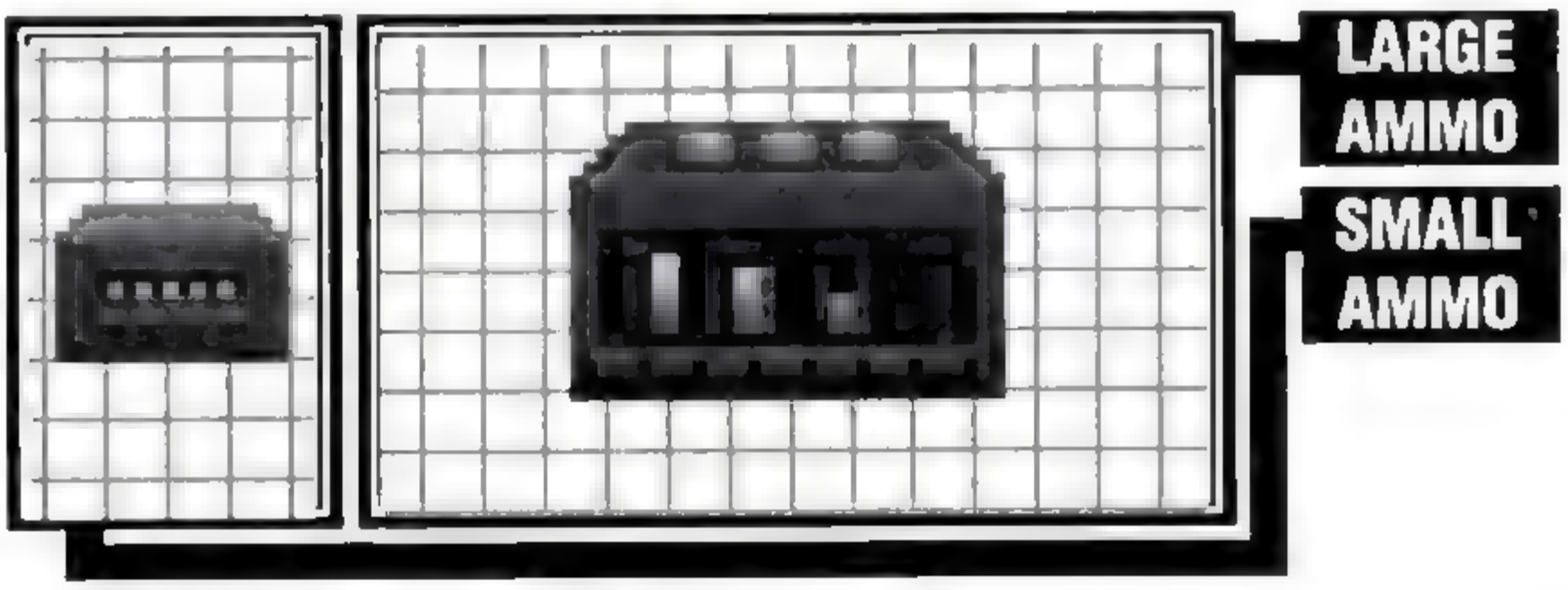
WEAPON: SHOTGUN, DB SHOTGUN



WEAPON: ROCKET LAUNCHER



WEAPON: PLASMA RIFLE, BFG9000



If you find a weapon that you already possess, don't pass it by! Picking it up also gives you Ammo. You do, however, have a maximum limit on the amount of Ammo you can carry.

HAZARDS

DANGEROUS DOOM™ ENVIRONMENT

Some parts of the DOOM™environment can be more dangerous than the monsters you'll face. Areas containing Radioactive Waste or Crushing Ceilings should be approached with caution.

SLIME & OTHER RADIOACTIVE WASTE:

Many of the areas in DOOM™contain pools of dangerous liquids that will damage you if you walk through them. There are several kinds of waste, each doing various amounts of damage. If it looks fluid, beware!

HELL SLIME

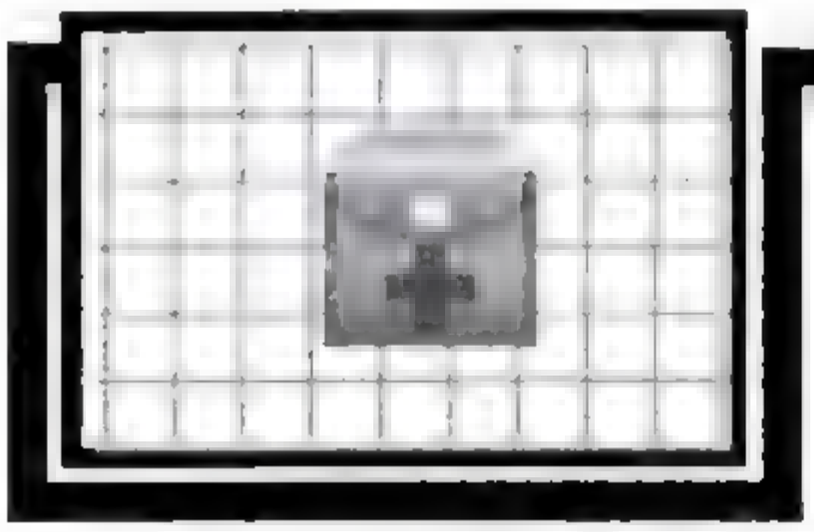
CRUSHING CEILINGS:

Some of the Ceilings in DOOM™can smash you, making you cry blood. Often, you'll be able to see the Ceiling moving before you go under it, but not always. Be careful, this is no slide on ice!

HEALTH

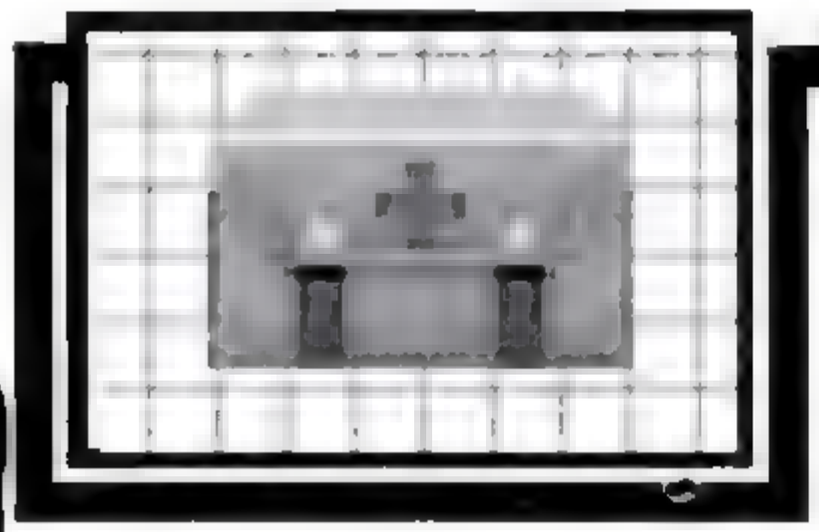
Even for a tough hombre like you, DOOM™can be a deadly place. Whenever you are injured, the screen will flash red and your health will decrease. Keep an eye on your health or you'll end up face-down or belly-up, as the case may be.

HEALING: When you're hurt, you'll want to get well as soon as possible. Fortunately, you'll find an abundance of Medkits and Stimpacks littering the base. Grab them if and when possible.



STIMPACKS

Stimpacks give you a quick injection of booster enzymes that make you feel like a new person - at least to some degree.

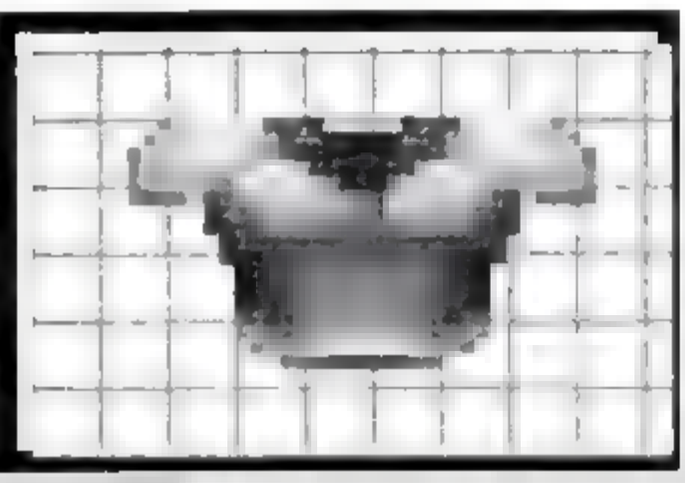


MEDKIT

Medkits are even better and include bandages, antitoxins and other medical supplies ready to make you hit the ground running.

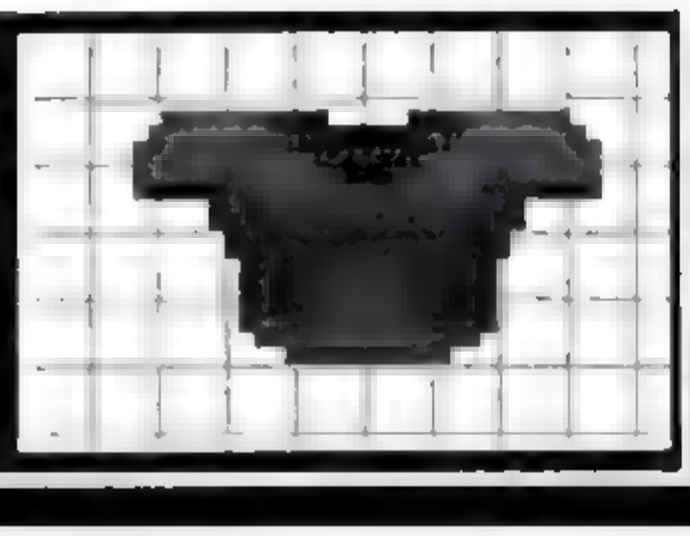
ARMOR

ARMOR: Two types of Body Armor can be found laying around. Both reduce damage done to you. Unfortunately, both deteriorate with use and eventually are destroyed by enemy attacks, leaving you in need of replacement armor.



SECURITY ARMOR

Security Armor is a light weight kevlar vest that's perfect for riot control.

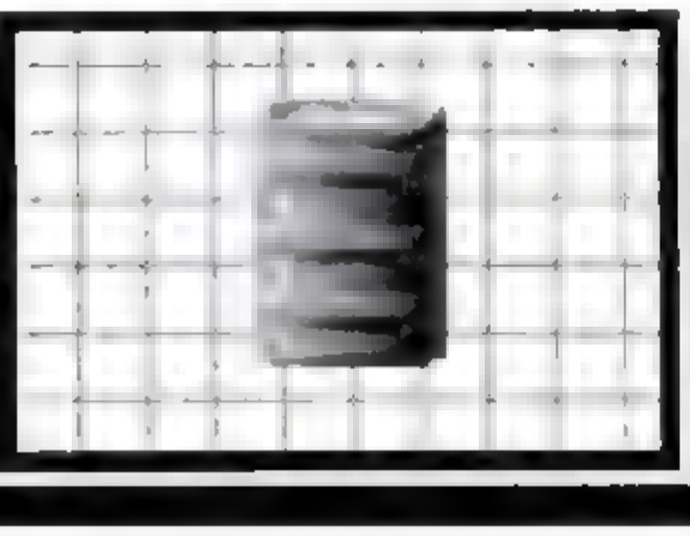


COMBAT ARMOR

Combat Armor is a heavy duty jacket composed of a titanium derivative - useful for protection against real fire power, like the kind you're gonna face.

If you're wearing Armor, you only pick up a replacement suit if it provides more protection than what you're currently wearing.

BARRELS

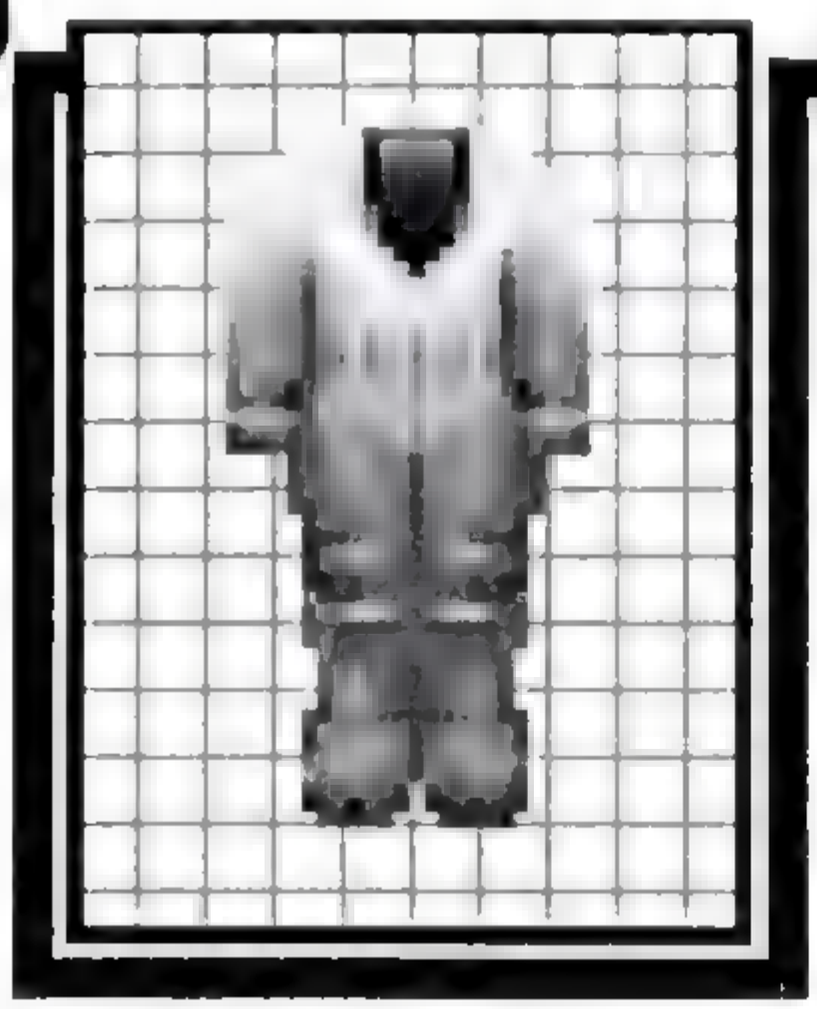


BARRELS

Barrels should be fired and exploded near enemies. Be careful though, don't get too close to the blast because it will take you out also.

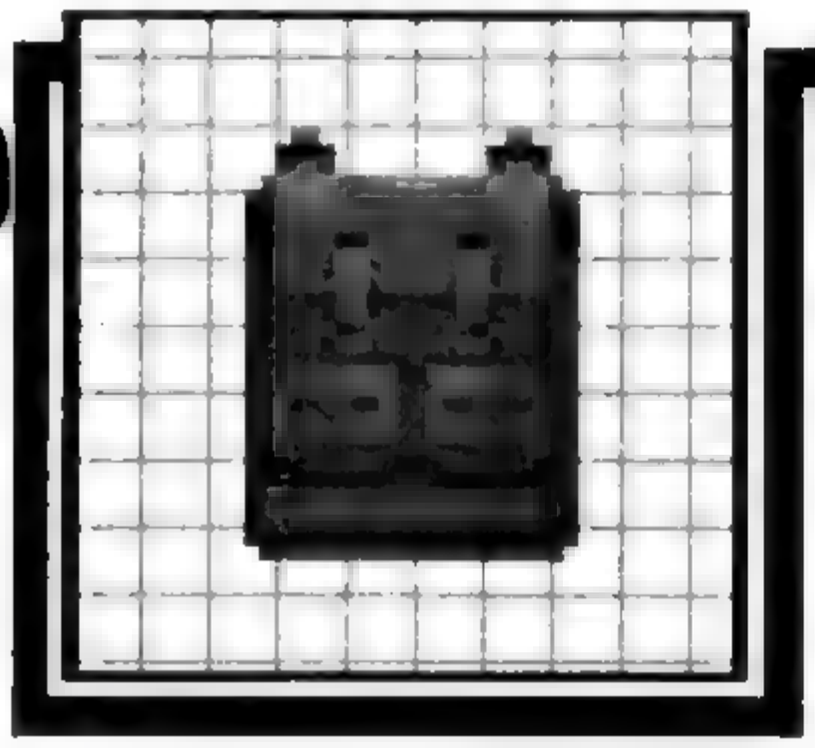
POWER-UPS

Other bits of "challenging electronics" may be found in DOOM™. Most of these are pretty darned handy, so grab them when you can. These special items have a duration of the entire level, a specific amount of time or just provide an instant benefit. A few of them affect your game screen so you can tell when they're active. For example, when you pick up a Radiation Suit, the game screen turns green. It returns to normal once the effect wears off. Hello, this is a hint to get out of the Radiation Ooze now!



RADIATION SUITS

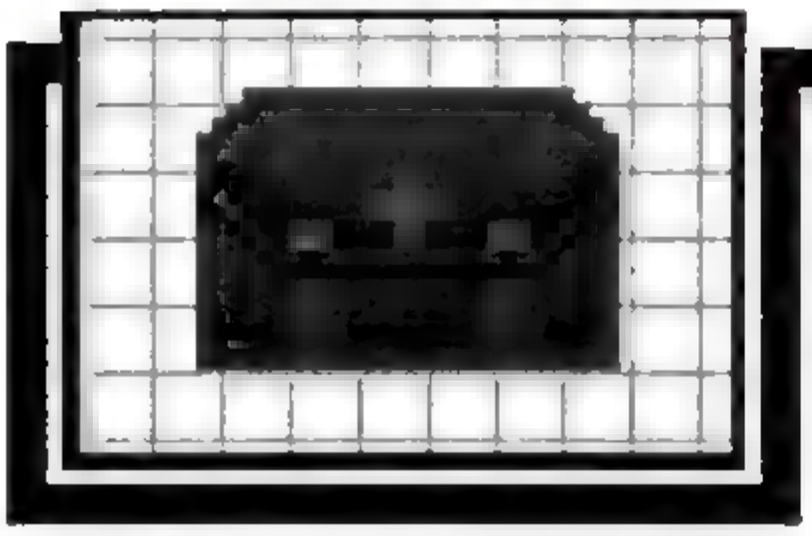
Provide protection against radioactivity, heat and other low-intensity forms of energy. Basically, these suits enable you to wade through Radioactive Ooze without taking damage. While a suit holds out, your screen will have a greenish tint. Duration: Time Based.



BACKPACKS

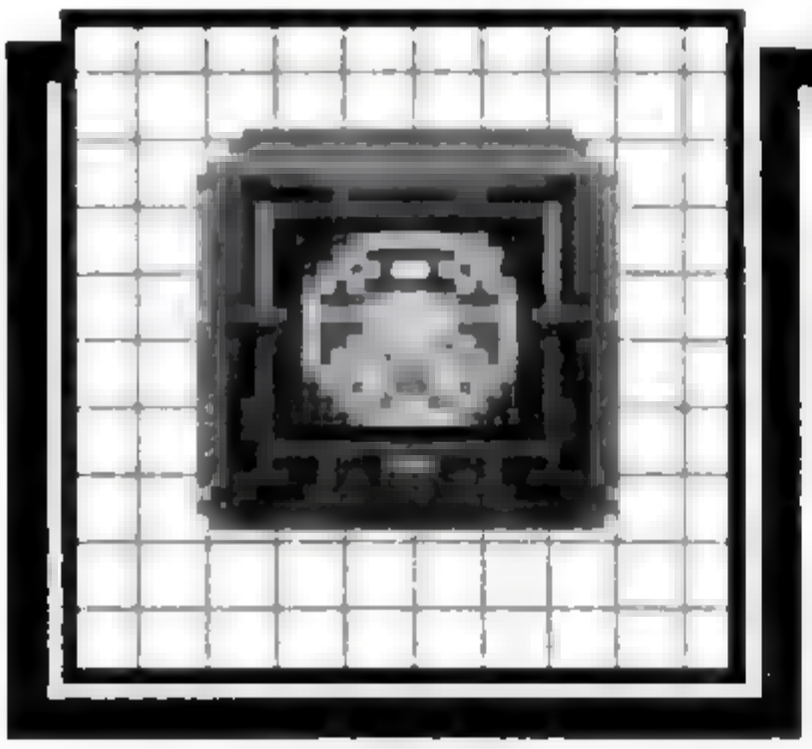
Increase the amount of Ammo you can carry. In addition, whenever you find a Backpack, you receive extra Ammunition.

POWER-UPS
RADIATION SUITS
BACKPACKS



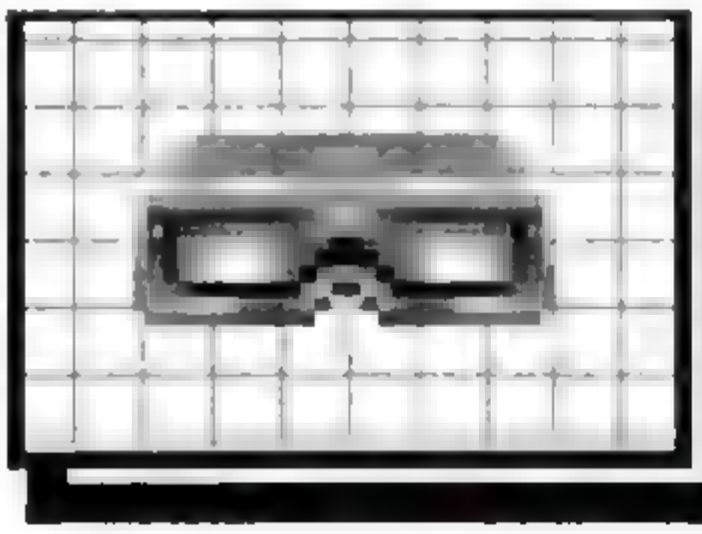
BERSERK PACKS

Heals you, plus acts as a super adrenaline rush and enormously boosts your muscle power. Since you're already a pretty meaty dude, this mega strength lets you tear ordinary dudes limb from limb. You can even splatter those demons without too much trouble. However, you've got to use your Fist Attack to get the benefit of the Berserk Attack bonus. When you become Berserk, your screen will briefly turn red. Duration: One Level.



COMPUTER MAPS

A handy find. Will update your Automap with a complete map of the entire area, including all secret or hidden places. Areas you haven't yet been to are mapped in grey.
Duration: One Level.



LIGHT AMPLIFICATION VISORS

These allow you to see clearly, even in pitch dark.
Duration: Time Based.

ENEMIES

When the Creatures first appeared at the Gateways, their images were captured by remote video cameras. The video data was computer analyzed by the UAC and the results are provided here, AND ONLY HERE, to help you determine what you're up against.

Some call them Demons, some call them Monsters. Whatever they are, they're not of this world and they're waiting for you.

ENEMY RECOGNITION

N2

17:48

SCAN LEVEL

VIDEO TIME

LOCATION

FORMER SOLDIERS:

Once a Marine, always a Marine--except in this case. These guys may look like your old buddies, but now they're nothing more than pistol-toting, bi-pedal maggots. Waste 'em!

U.A.C. DESIGNATION

S6

03:21

SCAN LEVEL

VIDEO TIME

LOCATION

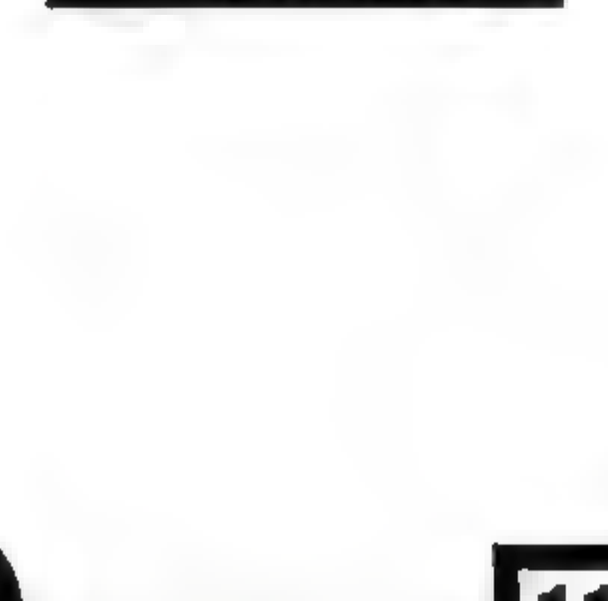
FORMER SERGEANTS:

Ditto. Except these guys are meaner, and tougher. These walking shotguns will provide you with a few extra holes if you're not careful.

U.A.C. DESIGNATION

W1

11:34



SCAN LEVEL

VIDEO TIME

LOCATION

IMPS:

You thought an imp was a cute little dude in a red suit with a pitchfork. Think again. This Imp heaves balls of fire down your throat and takes several bullets to die. It's time to find a better weapon than a pistol, if you're going to face more than one of these mutants.

U.A.C. DESIGNATION

ENEMY RECOGNITION

E5

20:17

SCAN LEVEL

VIDEO TIME

LOCATION

DEMONS:

Sorta like shaved gorillas, except with horns, big heads and lots of teeth. They don't kill easy. Get too close and they'll rip your sorry head off.

U.A.C. DESIGNATION

W9

02:47

SCAN LEVEL

VIDEO TIME

LOCATION

LOST SOULS

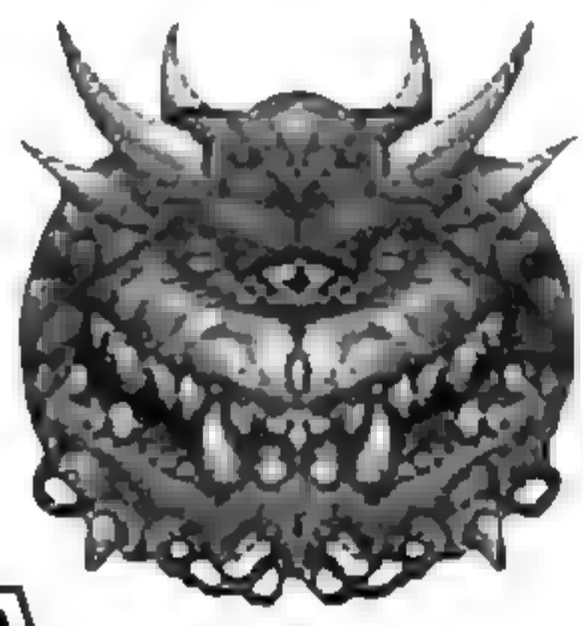
Dumb.
Tough.
Flies.
On Fire.
'Nuff said.

U.A.C. DESIGNATION

ENEMY RECOGNITION

E2

09:35



SCAN LEVEL

VIDEO TIME

LOCATION

CACODEMONS:

They float in the air, belch ball-lightening, and have one horrendously big mouth. If you get too close to one of these monstrosities, You're Toast.

U.A.C. DESIGNATION

S2

04:16

SCAN LEVEL

VIDEO TIME

LOCATION

KNIGHTS OF HELL:

Tough as a dump truck and nearly as big, these goliaths are the worst thing on two legs since Tyrannosaurus Rex.

U.A.C. DESIGNATION

ENEMY RECOGNITION

N3

22:59

BARONS OF HELL:

The Knight of Hell was bad news, but this is Big Daddy. These bruisers are a lot like the Knights, but look somewhat different and are twice as tough to kill. Keep your eyes open.

SCAN LEVEL

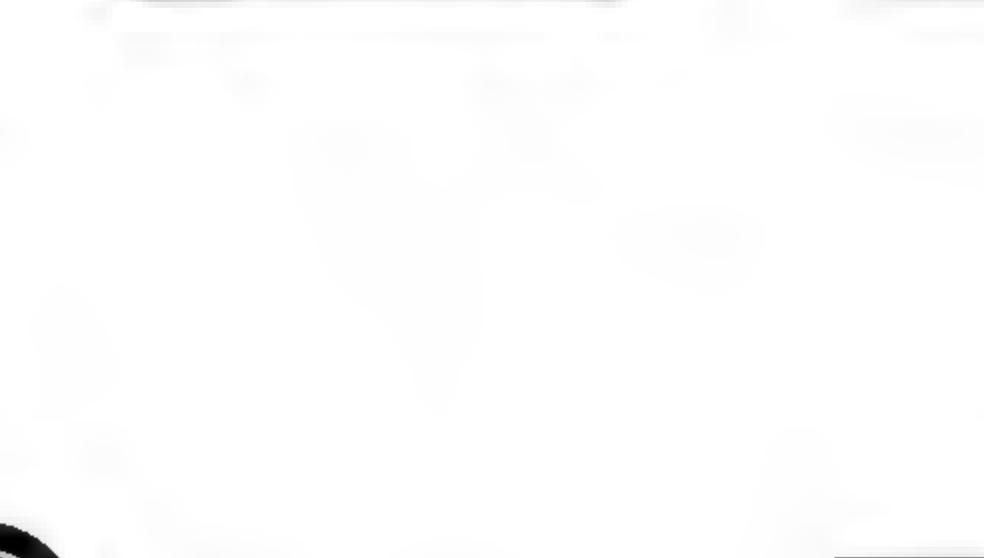
VIDEO TIME

LOCATION

U.A.C. DESIGNATION

N3

16:08



ARACHNO-TRON

Maybe cybernetics wasn't such a great idea after all. Look what the demons have done with it. It somehow seems unfair that you're not the only guy in Hell with a plasma gun.

SCAN LEVEL

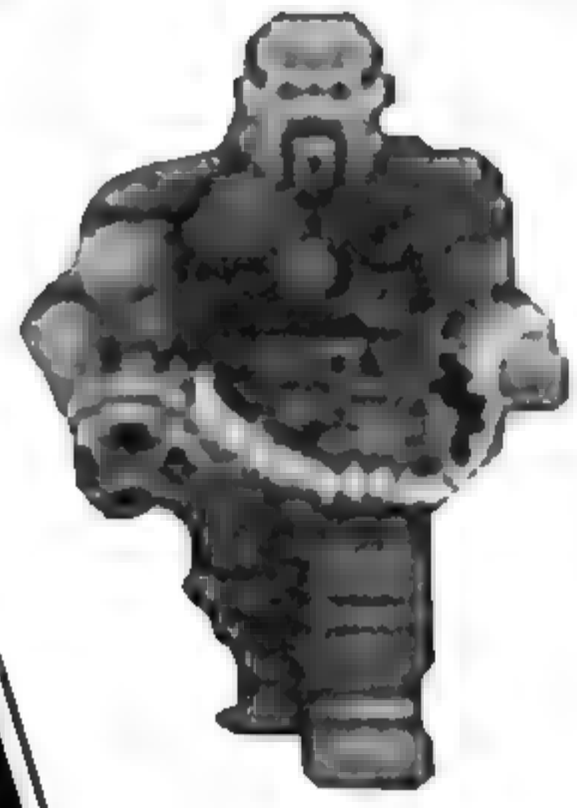
VIDEO TIME

LOCATION

U.A.C. DESIGNATION

S2

23:52



SCAN LEVEL

VIDEO TIME

LOCATION

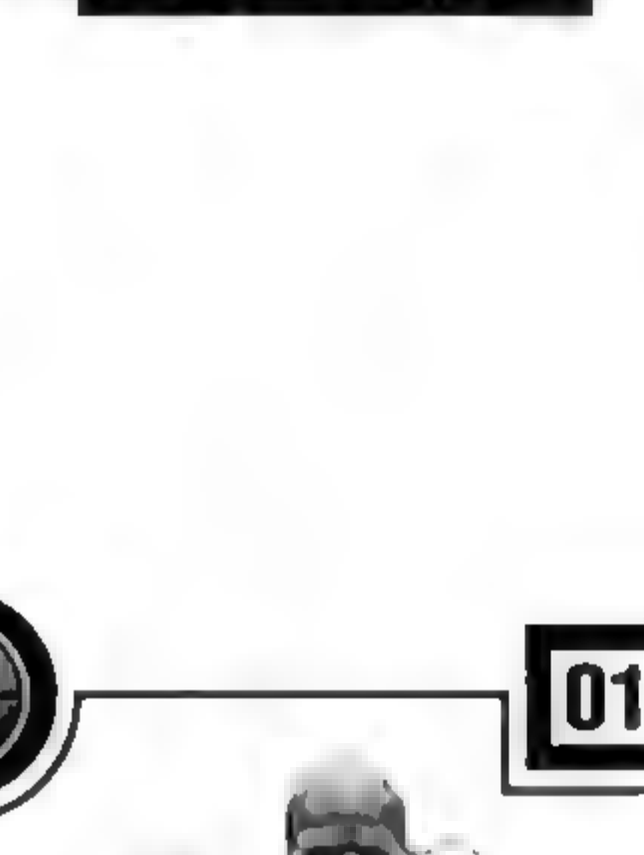
CHAIN GUNNER:

Geez, weren't the shotgun zombies bad enough? At least when you fade these jerks you get a cool chaingun.

U.A.C. DESIGNATION

S2

01:42



SCAN LEVEL

VIDEO TIME

LOCATION

REVENANT:

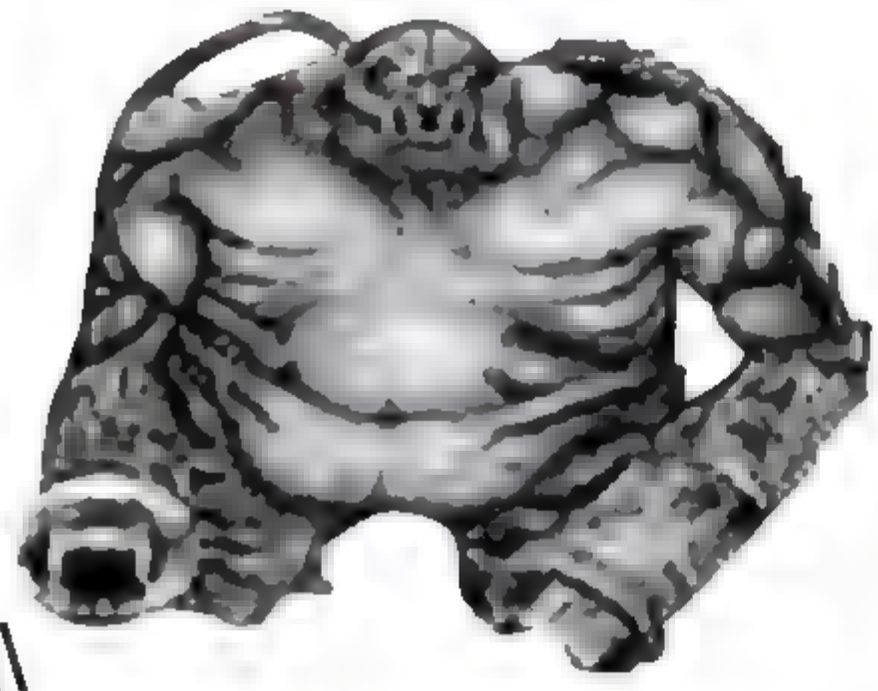
Apparently when a Demon dies, they pick him up, dust him off, wire him some combat gear and send him back into battle. No rest for the wicked. You wish your missiles did what his can do.

U.A.C. DESIGNATION

ENEMY RECOGNITION

N3

08:55



SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

MANCUBUS

The only good thing about fatso is that he's a nice wide target. Good thing, because it takes a lot of hits to puncture him. He pumps out fireballs like nobody's business.

N3

06:45

SCAN LEVEL

VIDEO TIME

LOCATION

SPECTRE:

Great. Just what you needed. An invisible (nearly) monster. Did you expect a walk in the park?

U.A.C. DESIGNATION

S2

13:26

SCAN LEVEL

VIDEO TIME

LOCATION

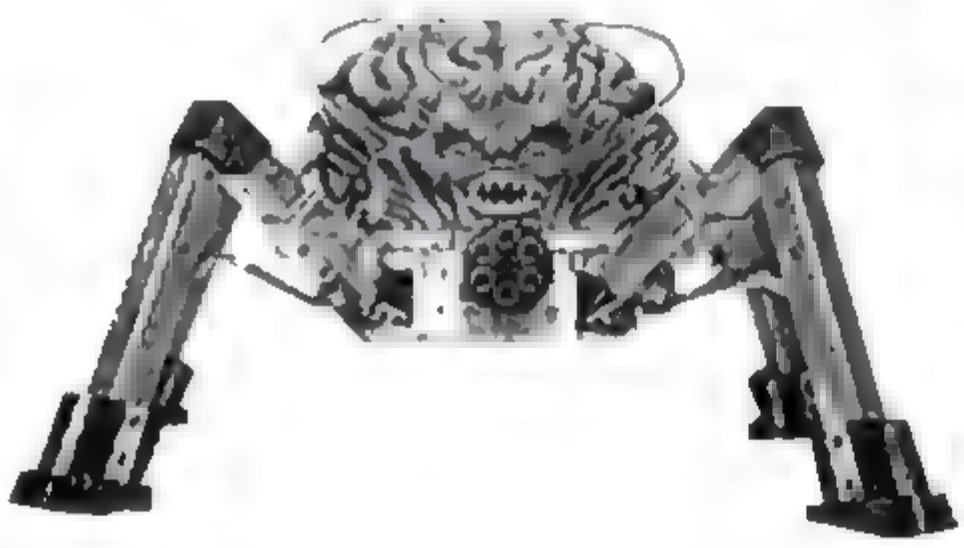
U.A.C. DESIGNATION

CYBERDEMON:

Half unfeeling machine, half raging horned devil. This walking nightmare has a rocket launcher for an arm and will definitely reach out and touch you. Make sure you're loaded for bear before you get to this guy.

W4

11:11



SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

SPIDER DEMON:

You guess the Arachnotrons had to come from somewhere. Third Cousins? She doesn't have a Plasma Gun. Nope, she has a Super-Chaingun. Don't you just love it?

ENEMY RECOGNITION

N8

21:04

NIGHTMARE SPECTRE:

If you "liked" the Spectre, meet his tougher brother.

SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

S7

06:22

PAIN ELEMENTAL:

What a name. And what a guy. Killing him is almost as bad as letting him live.

SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

CREDITS

id SOFTWARE

Programmers:	John Carmack, John Romero David Taylor, Michael John Cash
Artists:	Adrian Carmack, Kevin Cloud
Level Designers:	John Romero, Sandy Petersen American McGee, Shawn Green
Development Support:	Shawn Green
Biz:	Jay Wilbur, Mike Wilson
Biz Assistant:	Donna Jackson

Original PC Music and Sound FX: Bobby Prince

WILLIAMS ENTERTAINMENT

VP, Director of Software & Music:	Michael Abbot
Programmer:	Aaron Seeler
Tools:	Aaron Seeler, Mark Guidarelli
Sound System:	Scott Patterson
Music & Sound FX:	Aubrey Hodges
Designers:	Harry Teasley, Randy Estrella, Tim Heydelaar
Additional Art:	Harry Teasley
Quality Control/Testing:	Brian Johnson, Randy Estrella, Tim Heydelaar, Steve Kramer Danny Lewis, Will Shen, John Stookey
Williams Animated Logo:	Greg Newton
Print Design & Production:	Debbie Austin, Steve High, Shawn Murphy, Dave Young
Package Design:	Louis Saekow
Special Thanks:	Angus Guschwan, David Schwartz, Danny Lewis, Dan Burnash

Very special thanks to John Carmack,
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DOOMMNL O2-D950524-1D

BATTLE NOTES

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